Confidential and Proprietary

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* means the current ROM address.

The HandyROM program merges various types of binary files into one large binary file, the image of the Handy ROM. HandyROM optionally allows you the ability to create a directory structure at the beginning of the ROM, which structure contains information describing where in the ROM the data of the files can be found.

HandyROM accepts as input arguments found in a *HandyROM specifications file*. This file contains directives to HandyROM regarding the type of ROM that should be built and the files that should be included in the ROM.

The command-line arguments:
-v   causes verbose diagnostics to be printed to the CLI
Any other tokens in the command-line will be regarded as the names of specifications files, which files will be processed sequentially in the order that they appear in the command line.

The output from the HandyROM program will go by default to a .rom file using the name of the first specifications file in the command line according to the following rules:
   • if the name has a dot extension (if it ends with, say, .src, .txt, .anything) then the dot extension will be stripped off
   • the extension .rom then will be appended to the name, and this will be used as the output file name
Note that an alternate output name can be specified using the OUT directive described below.

The Handy game ROM is comprised of 256 pages, and each page is comprised of a fixed number of bytes. The size of the ROM is declared in the specifications file. The number of bytes per page is derived by dividing ROM size by 256.

ROM Directory structure

There can be up to 256 files in a ROM, and therefore up to 256 file entries. You won't known until you've gone through all the specification files how many file entries there actually.

The directory entry contains some or all of these components:

   Where the file is in the ROM (options: page and byte offset or just page). The page number is
      always 8 bits. The byte offset is as many bits as necessary
   Flag byte (optional, included if any of the FLAG directives is given)
   RAM destination (optional)
   Byte size of this file (optional)